

MEGA-ACTION! MEGA-ADVENTURE! MEGA-NEW!



MEGA MAN™

CAPCOM



ISSUE 21

WORLDS COLLIDE
IN 3



IN THE YEAR 200X, A SUPER ROBOT NAMED MEGA MAN WAS CREATED BY DR. LIGHT TO STOP THE EVIL DESIRES OF DR. WILY. MEGA MAN NOW FIGHTS ALONGSIDE HIS FELLOW ROBOT MASTERS TO DEFEAT THE FORCES OF EVIL!

MEGA MAN™



PREVIOUSLY...



When Dr. Light first unveiled his series of ROBOT MASTERS, he hoped to push the boundaries of advanced robotics and create a race of beings that would work to build a better world. Little did he know the corrupt Dr. Wily would use Light's technology to unleash terror upon the very people they were meant to help and protect. That's when a helpful lab assistant robot named Rock volunteered to become a hero of the defenseless, and a challenger of evil. A super fighting robot named MEGA MAN!



With the help of his powerful Mega-Buster and Copy-Chip, Mega Man has not only defeated Dr. Wily's ambitions on more than one occasion, but has also turned would-be villains into a team of heroes under the flag of Light Labs. These heroic Robot Masters have since thwarted many villainous attempts to harm innocent people, including a tense hostage situation at the annual Advanced Robotics Trade Show by the terrorist organization called the "Emerald Spears." The Spears' newest leader, Xander Payne, sought to wipe out the entire advanced robotics community, robot and creator alike. Xander was defeated, but escaped along with his two closest operatives - Theo and Simone. They have not been heard from since.

Mega Man saved the future of technology on that day, turning him and his friends into instant celebrities!

But not everyone is lining up for an autograph...



CHARACTER SELECT



MEGA MAN
HERO OF LIGHT LABS



GIL STERN & ROSLYN KRANTZ
POLICE DETECTIVES



XANDER PAYNE
TERRORIST LEADER IN HIDE



THEO & SIMONE
XANDER'S OPERATIVES

INSIDE THE COUNT-
DOWN BALL...NEW
YEAR'S EVE...

TEN SECONDS UNTIL
MIDNIGHT...

...AND DETONATION!

THIS BOMB
WILL BE A VICTORY
FOR OUR CAUSE!
I'LL BE REMEMBERED
AS A MARTYR!
A VISIONARY!

TEN

NINE

EIGHT

COUNTDOWN

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AND TO #1

DEET
DEET
DEET





HI AGAIN, AGENT STERN! AREN'T YOU COLD?

NO, IT'S WHY MAN INVENTED COFFEE, ROBO-BOY.



THAT'S "MEGA MAN," SIR...

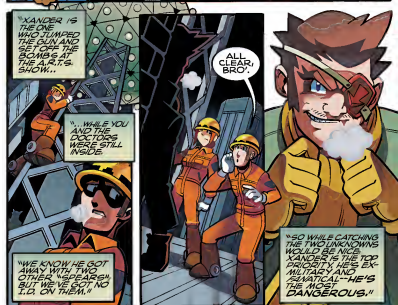
HE'S HELPING WITH RECON, GIL.

FINE.

LISTEN UP: AFTER WE ROUNDED UP THE EMERALD SPEARS THEIR HIPPIE-TURNED-REVOLUTIONARY LEADER SPILLED THE BEANS ON EVERYTHING HE KNEW.

WHICH WASN'T MUCH.

"HE LEFT MOST OF THE ORGANIZING AND LOGISTICS TO HIS SECOND-IN-COMMAND...XANDER PAYNE



"XANDER IS THE ONE WHO JUMPED THE GUN AND SET OFF THE BOMBS AT THE A.R.T.'S SHOW..."

"...WHILE YOU AND THE DOCTORS WERE STILL INSIDE."

"WE KNOW HE GOT AWAY WITH TWO OTHER 'SPEARS', BUT WE'VE GOT NO I.D. ON THEM."

ALL CLEAR, BRO.

"SO WHILE CATCHING THE TWO UNKNOWN'S WOULD BE NICE, XANDER IS THE TOP PRIORITY. HE'S EX-MILITARY AND EVILATICAL--HE'S THE MOST DANGEROUS."



DID ANYONE GIVE YOU TROUBLE WHEN YOU CAME UP HERE?

N-NO...THE BADGES WE STOLE GOT US PAST SECURITY, NO PROBLEM. THEY THINK WE'RE MAINTENANCE WORKERS.

GOOD, THEN. GOOD. IS EVERYTHING SET UP, SIMONE?

THE BOMB IS SET AND ARMED ACCORDING TO YOUR SPECIFICATIONS.

EVEN BETTER.

LIM...XANDER? ARE YOU SURE ABOUT THIS? I MEAN, BLOWING UP THE BALL IS ONE THING, BUT THE PEOPLE...? THEY DIDN'T DO ANYTHING WRONG...



BUT THEY HAVE LITTLE BROTHER AND TONIGHT'S DEMONSTRATION WILL SHOW THEM EXACTLY WHAT THEY'VE DONE.



THEY CELEBRATE THE NEW YEAR WITH THIS MACHINE.



THEY WORSHIP THAT WALKING TALKING WEAPON. AND TREAT IT LIKE A PERSON.

TONIGHT, EVERYTHING--THE SYMBOL, THE ROBOT, AND THE FOOLS WHO CAN'T LIVE WITHOUT THEM--WILL ALL BE PURGED.



DESTROYING
MEGA MAN
IS A HUGE
STEP TOWARDS
TURNING BACK
THE CLOCK TO
--HUN?!--



H-H-
HELLO!
WE, UM, WE
JUST...

WE'RE THE
PREVENTATIVE
MAINTENANCE
CREW! JUST
MAKING SURE
EVERYTHING
WORKS LIKE IT
SHOULD!



RIGHT, ER,
TOMMY?

SURE--UM--
DORIS?

WE'RE
MAKING SURE
EVERYTHING RUNS
SMOOTHLY FOR
TONIGHT.



AHHH...

--WHEW-- THAT WAS
A FEDERAL-CLASS
BLADER. THAT WAS
TOO CLOSE. WE
SHOULD LEAVE
BEFORE--



NO! THAT
THING COMING
BY MEANS SOME-
ONE SUSPECTS
SOMETHING. WE
CAN'T RISK ANY-
ONE FINDING THE
BOMB. FAN OUT,
THE ROOFTOPS
HERE ARE
PRACTICALLY A
BOARDWALK.



START TAKING
DOWN THE SUR-
VEILLANCE
ROBOTS...



...AND ANY-
ONE OR ANY
THING THAT
THREATENS THIS
MISSION.



FIRST ROUND OF DRONE REPORTS JUST CAME IN. ALL MAINTENANCE PEOPLE ON SHIFT CHECK OUT. I'M HAVING VIDEO OF THEIR FACES RUN AGAINST THE DATABASE *JUST* TO BE SURE, BUT THAT'LL TAKE A WHILE.



WITH ALL THESE DRONES AND SNIPERS, DO YOU *REALLY* THINK THE EMERALD SPEARS WILL TRY SOMETHING?

WHAT'S YOUR GUT TELL YOU, KID?

I DON'T HAVE GUTS, SIR. I'VE GOT INTERNAL DIAGNOSTICS, THOUGH...?

HMPH. SO I'M NOT OBSOLETE YET, HUH?



HQ TO CHARLIE-SIX. REPORT.



"YOU ROBOTS CAN SCAN AND ANALYZE ALL YOU WANT, BUT YOU CAN'T *FEEL* THE SITUATION."

"THAT MIGHT NOT BE LOGICAL, OR STAND UP TO HARD SCIENCE..."

CHARLIE-SIX, DO YOU COPY?

I COPY. ALL CLEAR. OVER.

"...BUT IT'S SAVED MY BACON MORE THAN ONCE THEY'RE HERE I CAN FEEL IT."





MEANWHILE...



WE DON'T HAVE TO DO THIS, THEO. SAY THE WORD AND WE'LL DISAPPEAR. LEAVE THIS ALL BEHIND US.

I... CAN'T DO THAT. XANDER IS MY BROTHER. HE WAS ALWAYS THERE FOR ME WHEN WE WERE KIDS. HE NEEDS ME NOW.



AWW... YOU'RE SO STUPIDLY LOYAL.

I'M... STUPID...?

KAPOW

...FIRE WORKS?



I SAID ADORABLY LOYAL. IT'S WHY I LOVE YOU. NOW SHUT UP AND LOOK OUT FOR—

BAM!

POP!

YAAAAAAY!

KA-POW!

THERE
IT IS...



**PYEW-
PYEW!**



VIVA
HUMANITY,
YOU SOUL-
LESS--!

BLAM!











NOT AGAIN!
I WON'T LET
LET IT STOP
ME AGAIN!



THEN HOW
ABOUT ME?

GAME'S
OVER,
CYCLOPS.

YOU DON'T UNDERSTAND.
THE ROBOT REVOLUTION
IS GOING TO WIPE US OUT.
HUMANS WILL BECOME
OBSOLETE.



THE PEOPLE
NEED TO WAKE
UP TO THE
COMING
APOCALYPSE!

CAN'T
SAY I DIS-
AGREE!



PEOPLE
HAVE FOR-
GOTTEN
WHAT IT'S
LIKE TO
WORK WITH
YOUR OWN
TWO HANDS.

ALL THESE
ROBOTS
MAKE LIFE
TOO CUSHY,
MAKES US
SOFT!



YES! YOU
BELIEVE IN
THE HUMAN
SPIRIT AS
MUCH AS I
DO!

SURE DO. I
ALSO BELIEVE
IN LAW, JUSTICE,
AND THE FACT
THAT YOU'RE
A FEW BRICKS
SHY OF A LOAD.
NOW... ON THE
GROUND, PATCHES.





GRAB MY HAND!



I'M FINE!
XANDER'S
GOING FOR
THE LIGHT-
BALL!



HOW DO
YOU--?

TRUST
ME!
GO!



TEN!



NINE!

THIS BOMB
WILL BE A VICTORY
FOR OUR CAUSE!
I'LL BE REMEMBERED
AS A MARTYR!
A VISIONARY!

NO!

ANOTHER
BOMB?! I
WON'T LET YOU
HURT THESE
PEOPLE!



EIGHT!



SEVEN!







AND
SO...

HAPPY NEW YEAR,
EVERYBODY! YOU
CAN STOP ASKING
ABOUT THE MARKS.
I'M FINE, I JUST...
PARTIED TOO HARD?

YAAAAAAY!

WOOOOOO

I WANTED TO THANK
YOU ALL FOR COM-
ING OUT TONIGHT.
BEFORE WE GO,
THOUGH, PEOPLE
HAVE BEEN ASKING
ME WHAT MY NEW
YEAR'S RESOLUTION
WILL BE. IT TOOK ME
A WHILE, BUT I
FINALLY FIGURED IT
OUT.

MY DAD
MADE
ME TO
BE AS
HUMAN
AS POS-
SIBLE.

BUT I'M STILL
A ROBOT,
WHICH MEANS
I'VE STILL
GOT A LOT TO
LEARN. THEY
SAID THE
BEST WAY TO
LEARN IS BY
EXAMPLE.

I'VE GOTTEN PLENTY
OF EXAMPLES OF
HOW NOT TO ACT.

SELFISH, MEAN,
AND DISTRACTED BY
EXTREMES, ACTING
LIKE THAT ONLY
BRINGS MISERY TO
YOU AND EVERYONE
AROUND YOU.

BUT I'VE
SEEN LOTS
OF THE RIGHT
EXAMPLES,
TOO!

HEROISM,
SELFLESSNESS,
COMPASSION--AND
TRAITS WE ROBOTS
DON'T HAVE, LIKE
INTUITIVE DIGESTIVE
TRACTS.

SO MY NEW YEAR'S
RESOLUTION IS TO
BE MORE LIKE YOU--
--THE PEOPLE, AND
TO BE THE BEST I
CAN BE, NOT JUST
BECAUSE IT'LL HELP
ME SERVE YOU
BETTER, BUT TO
SHOW YOU ALL JUST
HOW WONDERFUL
PEOPLE CAN BE.
THANKS, EVERYONE--
AND HAPPY NEW
YEAR!

NEXT TIME:
THRILLS! CHILLS! SPILLS! AND...
MATCH-MAKING? IT'S AN ARCTIC
ADVENTURE IN "COLD CRUSH!"

NEXT ISSUE





HAPPY MEGA-NEW YEAR!

As 2012 wraps up, we thought we would take a moment to thank everyone out there for all the support we've gotten on the Mega Man comics now for 21 issues! 2012 brought us the Emerald Spears, the introduction of the Lanfranc Ruins and Ra Moon, and the origin/return of Blues, aka Proto Man – to name but a few highlights! And if you thought 2012 was intense – 2013 is gonna knock those robot-socks right offa 'ya!

THIS ISSUE'S COVER IS BASED OFF OF THE JAPANESE BOX ART FOR MEGA MAN 2 FOR THE SONY PLAYSTATION, AVAILABLE FOR DIGITAL DOWNLOAD ON THE PLAYSTATION STORE!



COMPLETE YOUR COLLECTION!

THIS ISSUE'S COLLECTOR COVER BY ALICE NEIGH LI IS AVAILABLE NOW AT A COMIC SHOP NEAR YOU!

This year we celebrate 25 years of the Mega Man franchise, and we're doing it with TONS of awesome action and a few franchise-firsts! The biggest of which is, of course, the Sonic/Mega Man crossover, coming this spring, where the blue blur will meet the blue bomber for the first time ANYWHERE!

CHECK OUT THESE AWESOME CONCEPT COVER SKETCHES FOR THIS ISSUE BY CHAD THOMAS

We've also got a cool fan art contest in conjunction with our good friends at Capcom Unity, where you can submit your Mega Man art for a chance to win cool prizes! So keep it here for another year of mega-awesomeness, and make sure you tell a friend to jump on the series too!

Catch ya next time!

PAUL



COMING SPRING 2013



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MEGA-MAIL

PRESENTS

MASTER WORKS

YOUR MEGA MAN FAN ART



Blayne S. K. sent to
megamail@archiecomics.com



Nate H.
from Canada



Brodie H.
from Canada



Dominic W.
from New Jersey

CALLING ALL ARTISTS!

WANNA SEE YOUR MEGA MAN FAN ART AND WILDEROUS
MEGA MAN COMIC STRIPS IN PRINT? SEND THEM TO THE ADDRESS BELOW!

SEND IN YOUR FAN ART AND FAN FURNIES ONLINE TO: MEGAMAN@ARCHIECOMICS.COM OR SNAIL MAIL TO:

C/O ARCHIE COMIC PUBLICATIONS, INC P.O. BOX #419 MAMARONECK, NY 10543-0419

ART WILL NOT BE RETURNED. SPACE LIMITATIONS MAY REQUIRE SOME PRINTED ART TO BE CROPPED. ALL YOUR LETTERING & FAN ART ARE APPRECIATED!

- SHORT CIRCUITS -

SCRIPTS: JAM FLYNN

PENCILS: JAMES KAWINSKI

INKS: JIM ARASH

COLORS: VINCENT LOVALLO

THIS NEW YEAR, I
RESOLVE TO BE LESS
ARROGANT.
BWAHA NO, I CAN'T
DO THAT! HA HAHA!



I RESOLVE TO BE
MORE...AGGRESSIVE!



BWAHA
BWA HA
HA!

I RESOLVE TO GET
OUT MORE.
MEET MORE
PEOPLE WHO
AREN'T - Y'KNOW -
BWAHAHA.



I RESOLVE TO GET
IT OUT WITH THE PUNK.
REALLY PULL MY
SHARP NAIL.



I RESOLVE TO BE
MORE EMOTIVE.



AND I RESOLVE
TO HELP KEEP
EVERYONE TO
THESE
RESOLUTIONS.
I'M SURE
THEY'LL BE SO
HAPPY!

MEGA-MAIL

WRITE TO US @ MEGA-MAIL: @ ARCHIE COMIC PUBLICATIONS, INC.
P.O. BOX 419 MAMARONCK, NY 10543-0419 E-MAIL: MEGAMAN@ARCHIECOMICS.COM

Dear Mega-Mail,
Hey, just sending out a mail telling you guys how much I've been loving the new Mega Man series. I was 3 when the first game came out in '87 and I never imagined that I'd still be such a fan of the Blue Bomber over 20 years later. Wanted to tell you guys that, so far, you're doing an outstanding job.

Thank you kindly!

I'm constantly surprised at all the small nods to the series, I mean you even put in the Magnet Beam, I never expected that. And to bring in Time Man and Oil Man from the sadly under-appreciated Mega Man Powered Up? That's just the icing on the cake, you guys are certainly doing a great job referencing various parts of the game series!

We will keep on peppering those references throughout the series! Keep an eye out for Easter eggs in upcoming issues!

Now, if you guys find a way to sneak in the old-school GameBoy Mega Man bosses like Enker and Punk, I might have to just hand you my wallet to keep.

What a coincidence! Mega Man issue 20 (available now on the Mega Man comics app plugplugplug) had both of those bosses! Now about that wallet...

Honestly, I haven't needed out this hard for a long time and I want you guys at Archie Comics to know how much I appreciate

the care you've taken with this new series, and you can count on me to be the first in line every month to get the new issue or Trade Paperback.

**-Phil H.
sent to megaman@archiecomics.com**

Much appreciated, Phil! Keep on rockin'!

Dear Mega-Mail,
I'm a die hard Mega Man fan. I've always loved the series since I was very young. When I found out Archie Comics was making a new Mega Man comic series I instantly had to go out and buy it.

Did you use Dr. Light's teleporting beam? That thing is fast!

Please keep making this series. It brings back a lot of memories and lets me see one of my old heroes in action once again!

**Get equipped:
-Nathan E.
sent to megaman@archiecomics.com**

Will do! Be sure to spread the word of Mega Man comics around. He's a classic character that deserves to be enjoyed by generations!

Dear Mega-Mail,
I love the Mega Man comics so much! I only started playing Mega Man a month before you guys made the comics, and I was so happy! The only Mega Man games I have are Mega Man 3, 2 and 10. I really hope you guys get all the way to Mega Man 9 in your comics. (Splash Woman

is cool!)

**Zelly
sent to
megaman@archiecomics.com**

We've got quite a ways to go before then, but if you can't wait to see Splash Woman, you can check her out in Mega Man issues 19 & 20. Both are available now on the Mega Man comics app plugplugplug

Dear Mega-Mail,
This series truly is a love letter to mega-fans everywhere. I've been following you from the first issue. Adapting the video games to comic form cannot have been an easy task, but the great Ian Flynn has managed to do so with utmost style, and the team of Spaziante and Bates (not to mention newcomer Jonathan Hill!) have done a superb job of reimagining the saga for both my generation and the new.

We're glad to have some of the most talented people around contributing to this series!

Of course, I couldn't possibly finish this letter without adding my name to the list of readers hopeful for a certain series in the future. I've appreciated the tiny nods you've given to that end, and I can't help but hope it leads to something.

**Keep up the good work!
Jimmie M.
sent to megaman@archiecomics.com**

Thanks, Jimmie!

See y'all next time!

NEXT ISSUE: 22



COLD CRUSH

WHAT IS LOVE?

When Mega Man and crew go to visit Ice Man up north, it's not romantic! Can love flourish, or will they all just get crushed?

ON SALE THE WEEK OF 2/19/13!



SEVENTH EX-BEACHMAN GRAPHIC NOVEL

THE COMPLETE FOURTH STORY AND PLUS ALL-NEW SPECIAL FEATURES!
ON SALE NOW!

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